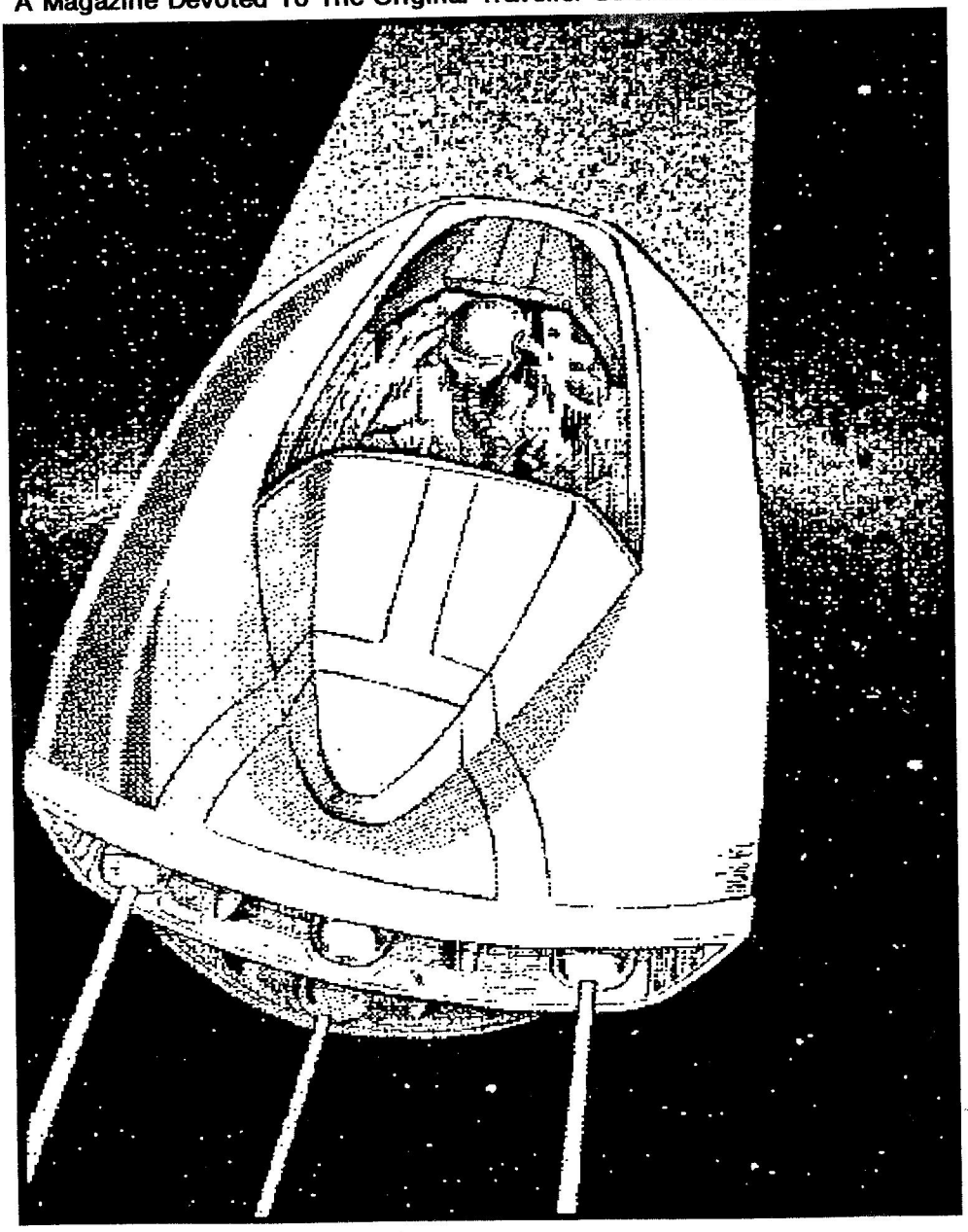
THE IMPERIAL NEWS SERVICE

#2 $3.50

A Magazine Devoted To The Original Traveller Science Fiction Game.



THE IMPERIAL NEWS SERVICE

June / July / August

A Magazine Devoted To The Original Traveller Science Fiction Game.

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Traveller is Game Designer's Workshops trademark for its science-fiction role-playing game.

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Help: We are also actively looking for Associate Editors and an Art Director. The pay is small but the credit and enjoyment is big!
Magazine: We publish The Imperial New Service on a Macintosh SE using two 800k drives, a full page monitor, a hand scanner and a LaserWriter LS printer. The word processing and layout programs used are MacWrite II, Aldus Personal Press 2.0 and the paint program Super Paint 1.5.

THE TRAVELLERS EDITOR

Issue #2, June / July / August, 1993

Like most endeavors we always hope that they will last forever, much like we hoped Original Traveller would continue to expand with each passing year. Of course, now we all know it faded away like many of the other things that we used to love.

Well, in the case of The Imperial News Service Original Traveller is making a strong come back and we intend to expand all of our coverage as long as the support of our readership holds fast, but without your approval and support we would not exist at all. Don't forget us! Send in your subscriptions as soon as possible.

Since last issue quite a few new things have taken place and I will attempt to explain them in some detail. Our parent company Star Quest Games has entered negotiations with GDW over the rights to Traveller. We would like to obtain the rights to reprint Original Traveller as it was originally printed, unchanged, at the time Traveller Books 0-8 were released in 1981. This would allow us to publish modules and supplements while at the same time having an original set of Traveller rules which were in print.

Since Traveller: The New Era is soon to be released with a different set of rules we would not be competing directly for their market share. In turn the fans of Original Traveller would have the game back that they enjoyed all along. As the process continues I will keep you informed, and in the mean time keep your fingers crossed for our success!

- James L. Shipman
Editor

REFEREE QUOTE: IF THOSE PLAYERS WOULD JUST STAY ALIVE I WOULD HAVE A LOT MORE FUN!

THE TRAVELLERS AID SOCIETY

By Iain Delaney

In all the Imperium there is no organization, public or private, as well known and respected as the Travellers' Aid Society. No organization itself, has the scope, integrity, and sheer clout the Society holds within the Imperium. The Society is all the more amazing in the light that it is non-profit organization with all funds being returned to the Society's members.

The **Travellers' Aid Society** was founded in the year of the Imperium 488; concurrent with the re-entry of Terra into the Imperium. This was a time of expansion in the Imperium, especially towards the rimward fringe. It was decided that an association was need to assist adventures exploring this new frontier, and a group of rich, ex-military adventures founded the Society as a private adventuring club. Membership was first offered as a reward for heroism or extraordinary service in the military. Later on, memberships was extended to all those who could afford it.

Membership in the Society is now available to anyone who can afford the 1,000,000 Credit fee. There is a possibly of being blackballed (4+ on two dice to avoid). An application for membership can be made only once during a person's life. If the application is rejected, the fee is returned and the person may never re-apply.

The advantages of membership are numerous. The most famous is the dividend paid to members each month in the form of a high passage ticket. Starflight tickets are a form of second currency in some parts of the Imperium, and high passage tickets are worth a great deal more than their cover price in some situations.

Another well known service of the Society is the Society hostels. They are found at all class A and B starports in areas adjacent to the Imperium. These facilities are first class in every way, providing the finest food and lodging at comparatively low prices. Some are renowned as great restaurants in their own right; some

catering to the general public as well as Society members. The average price for food of excellent quality is 60 credits per day, while the Society hostels can offer food of approximately the same quality at just 20 credits per day. The accommodations and service in the hostels are also of the highest caliber. The hostels also usually provide a meeting place for adventurers and patrons. The hostel management generally runs a check on a prospective patron before he or she enters the meeting area, to determine the general purpose of the mission he or she is hiring for. If it is of an illegal or grossly immoral nature the patron will be politely dissuaded from entering, simply because the Society does not wish to be associated with any act that may damage its reputation.

Also available to Society members, at class A starport facilities only, is a supply store which has available all the highest quality equipment in the galaxy. This is available regardless of law or tech level. Equipment from any tech level is usually available in the store; and the law level of the planet is ignored because the hostel and store are considered to be within the starport confines. Most specialized equipment is readily available to members, at standard or slightly increased prices. The Society, hostels, stores, and other services use Imperial credits as exchange.

One of the most secret services of the Society is starship rental. This is made available to a member only after stringent I.D. and character checks have been made. The general rental fee is 100,000 credits per two week period (one jump). The price is increased slightly for armed ships, ships with specialized equipment, or ships' vehicles. No deposit is made, but if the ship is lost or damaged, the member pays for the loss from his personal, as well as from his high passage tickets; not receiving tickets until the Society is reimbursed.

The Society also keeps a reference list of lawyers who wish to make their services available to members. This list is available to members on request at any Society office and is very helpful when a member finds himself in legal trouble on a planet where he does not know the legal system.

The Society has existed for over 500 years and has become a well established part of interstellar society; maintaining contact with all known intelligent races, and most inhabited worlds.

Members can expect to find after a little searching, a representative of the Society on all worlds in and around the Imperium, even Red and Amber travel zones. In the latter areas the representative is usually an undercover agent, acting as a contact for Society members and a source of information for the Society.

As a new and information source the Society is second to none in the Imperium. Data is made available to the Society members and it is sold to regular news services to supplement the Society's income. A member may access this data at any standard Imperium news terminal by typing the Society's code number, and requesting "Traveller New Service." The news service also acts as a bulletin board for members; specific messages can be placed in the service to be relayed to one or more persons. The message is relayed when the receiving member's code number is entered, it is then wiped from memory. The code numbers are changed periodically and so far not even the Imperial security services have been able to tap the Society's private channel.

Also as part of the information service, the Society maintains up-to-date planetary and subsector charts of such detail that they sometimes surpass those of the Imperial Interstellar Scout Service. Of course these maps are available free to members and are sold to other sources.

The Society is such well established institution that it publishes the TAS forms; which sometimes function as a second type of official registration. The forms are completed and notarized by a Society representative, and are recognized throughout the Imperium as official papers. This series is made available only to Society members and is a great deal quicker than going through regular Imperium channels.

The Imperial government regards the Society with grudging respect; it appreciates the services the Society provides for imperial subjects, but is worried the the Society is becoming to powerful. The Imperial government seems to have a morbid fear of the unknown; and the fact that it has no idea where the Society gets some of its information terrifies the government. The Society is careful to do nothing that is even slightly suspect, so the Imperium can not act against it. The two exist in a state of mutual animosity, each mistrusting the other, but not being able to do anything about it.

The **Travellers' Aid Society**, and the services it provides. is something that no true traveller can do without. The size, power, and scope of the Society make it a vital part of the interstellar society of the Imperium.

THE GOOD GUYS BY JD

SOME WHERE, ON THE PLANET ARGOS V... TWO MERCENARIES
HEY BORIS. THE REBEL PRINCESS AND HUNK HAVE BEEN CAPTURED!
ARE YOU SURE SNIDELY
AGH!
YORP!
YEP, I SAW IT IN IMPERIAL NEWS #1 !
WE OUGHTA RESCUE THEM ! WE'RE REBELS TOO, YA KNOW...
YAH YOU'RE RIGHT..., SAY SNIDELY, HAVE YOU NOTICED ANYTHING FUNNY YET...
ZEEEE
POW!
UH.. NO. LIKE WHAT?...
WELL, LIKE HOW WE HAVN'T SEEN ANY OTHER REBEL-
TROOPS SINCE WE GOT HERE...
YAH... I... WONDER WHY.
YORP
AND THAT FUNNY RUMBLE... ...YOU DON'T THINK... NAW!
MEANWHILE,... BACK ON THE IMPERIAL STAR DESTROYER
UNHAND ME ! YOU CLONE !!
WHAT !..WHO'S A CLONE ?...
YEA...
I THINK YOU ARE, STEYE..
WAIT A MINUTE ! I'M NOT THE CLONE ! YOU ARE !! ... MORON ! RIGHT, FORREST?
?
WHA !... MORON!?! NOT ME ! I'M THE ORIGINAL !!! .....
NO YOU'RE NOT AARON I'M THE ORIGINAL!!!
WAIT FORREST, WE CAN'T ALL BE ORIGINALS ! YOU TWO GOTTA BE CLONES !!....
EXIT
NO WAY !!!
YEA, SEE YOU, IDIOT!
JDW
"FLUKE"... USE THE FORCE.. ... THE FORCE...
OBESE BUM... KENOBI?? IS THAT YOU?...
YOU DIRTY RAT ! WHAT'S THE BIG IDEA ANYWAY !
!!!
YOU NEVER SAID NUTHIN' ABOUT PAIN, TORTURE, AND CAPTURE WHEN I VOLUNTEERED TO BECOME A HERO !!!
...WHAT'S HAPPENED TO HUNK ? ...WILL THE PRINCESS ESCAPE ? ...WHO CARES !?! ....CAN FLUKE USE FORCE ....AND WHAT ABOUT SMELLY ?... ...COULD YOU STILL SUBSCRIBE AFTER READING THIS CARTOON ?
ON SECOND THOUGHT.. FORGET IT..

NEXT ISSUE... MORE MADNESS !

CONVENTION BILLBOARD

ILLINICON '93, JUNE 4-6
This gaming convention will be held at Hendrick House dorm on the campus of University of Illinois. Events include miniature painting contest, movies, role-playing, board games. Registration: $5, plus one time $3 event fee. Send to: Urbana Gaming House, 904 W. Green, Box 1801, Urbana IL 61801; or call 1-217-328-8053 early evenings.

GLATHRICON '93, JUNE 18-20
This convention will be held at Executive Inn in Evansville, Indiana. Events include open gaming, art show, auction and Masquerade Registration: $15 before May 1st, After $20. Write to: GLATHRICON, c/o Evansville Gaming Guild, P.O. Box 15414, Evansville, IN 47716; or call 1-812-477-9508.

RIVERCON 93', JUNE 18-20
This convention will be held at the campus of University of Cincinnati, College of Applied Science in Cincinnati, Ohio. Events include role-playing, miniatures, and board games. Registration: $10 before June 4th, After $15. Write to: Univ. of Cincinnati, College of App. Science 2200 Victory Pkwy, Cincinnati OH 45206; or call 1-513-232-6213

SHIPS OF THE GALAXY

By James L. Shipman

Ranger Class Courier

Traveller first saw the Ranger class 100 ton courier when it made its debut to the space lanes over a decade ago as a commercial courier for a large, interstellar corporation. The ship was designed to meet the specific needs of particular business concerns, but has since proven its diversity in filling the requirements of many interests. Its aesthetic appearance and efficient performance have also helped boost its popularity. The Ranger Class courier is now constructed at many quality ports as both a commercial and a private yacht.

Interior Description

1. Bridge. All ship system controls are located here. There are 3 control couches; however, only 1 pilot/navigator is required for routine ship operation. Also in the bridge section are the avionics (AV), the computer (C), a fresher for on duty personnel (F), and the ship's equipment locker (L). There is also an emergency hatch piercing the floor bulkhead.

2. Common Area. Recreation and food preparation areas are located here. An iris valve through the floor provides access to the lower deck.

3-8. Staterooms. These are single occupancy private quarters. Each contains a bunk, closet, sanitary facilities, a small desk and chair, and a computer terminal.

9. Engineering. The Jump and Maneuver Drives, Power Plant and Life Support are located here, as well as access to fuel scooping and delivery equipment. There is also an Engineer's Locker (E) and a stern air lock, primarily used to obtain easy access to outside fixtures.

10. Main Air Lock. Access to the ship is usually through this air lock. It opens to the vehicle bay or the lower passage way.

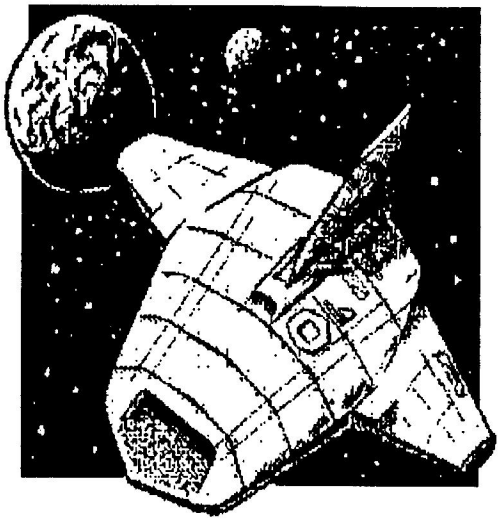
11. Vehicle Bay. A small ship's vehicle is stored here, usually a simple air / raft.

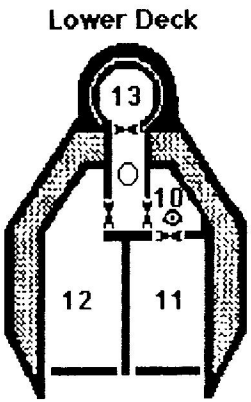
12. Cargo Bay. This small bay will hold 6 tons of cargo, including a second vehicle if it is desired.

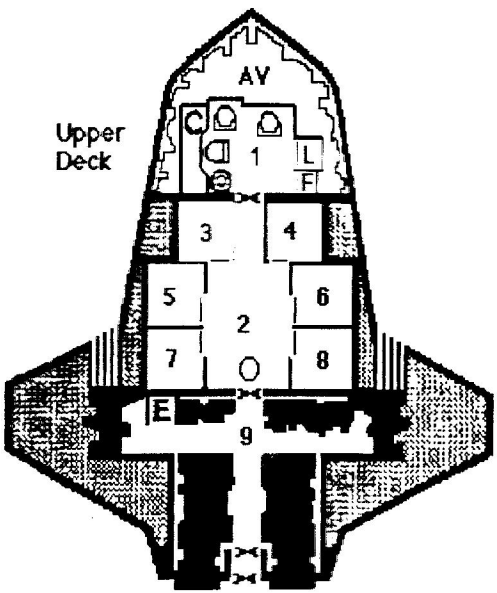
13. Fire Control. This space is reserved for a turret and armaments, should they he installed.

The Ranger's modified wedge is fully streamlined and fuel scoops are installed. Fuel tankage surrounds most of both decks.

Ranger Courier Class
Displacement: 100 tons
Length: 28 meters
Beam: 26 meters
Hull Configuration:
Modified Wedge-
Atmospheric Streamlining
Performance: 1 G Accel.
Jump-2
Computer: Model 1/bis
Hardpoints: 1
Crew: 1 Pilot/Navigator
Passengers: 5
Cargo: 6 tons
Ship's Vehicle: 1 air/raft
Fuel Tankage: 30 tons
Construction Cost:
MCr 27.815







THE FINAGLE FIASCO

Fiction By Don Sakers

Yes, I remember the Murphy episode. Of course, I was not Grand Master of Euler at the time - I was only Assistant Christensen Professor of Topology. Still, I don't suppose anyone will ever forget that time, when the Math Institute here on Euler was all that stood between the Galaxy and total domination by a sadistic megalomaniac.

What's that? Oh, yes I know the Psychology Institute has done penance for allowing Khar-Davii to take over. And I understand that they say it can never happen again. Well, I wonder - psychology is not of course an exact discipline, like math.

Eh? Yes, the Murphy episode. As I recall, it was shortly after the spring term had begun. I had trouble with some of my displays; the Twenty-Dimension Simulator had developed a singularity, and simply would not accept fields with more than eighty operation. Maintenance told me that the entire system would have to be shut down for reprogramming, and I went to the Grand Master for approval. She was conversing on the hyperwave; I waited until she was done. In due time she opened the privacy hood and smiled at me. "Ah, Professor Yagwn. How are you?"

"Fine, Madam. And yourself?"

She sighed. "I could be better, Yagwn. You've heard of the Khar-Davii, who calls himself the Conqueror? Well, it appears that he has taken over the Galactic Council and killed the Co-ordinator. He has proclaimed himself Monarch of Humanity, and the inhabited worlds are falling all over their own feet to surrender to him."

I recall hearing something about the matter on the news. Are his weapons that formidable?"

"Apparently so. Euler is the only planet that has not yielded. I was just talking with the outlying Galactic Traffic station - Khar-Davii's fleet is even now heading toward this world." She glanced at a data screen on her desk. "Ah, excuse me. The fleet has arrived. We are surrounded."

I had no opportunity to voice an opinion. There was a bright flash of light, and suddenly the image of a corpulent human appeared in the center of the Grand Master's office. Behind him were banks of machinery tended by warriors in full battle dress.

"I am Khar-Davii, the Conqueror. Your miserable planet has refused to accept my rule. You will surrender to me now or I will destroy your world."

I suppressed a grin; the Grand Master did not bother to hide her amusement. "I hardly think it is a miserable world. I rather like it. Conqueror, your plan of conquest would interfere with our spring term, and I'm sure that the commotion would upset many of our scholars."

Khar-Davii narrowed his brows. "As I was told - you are totally out of touch with the real universe. Mathematicians and philosophers - not a practical being in the bunch."

The Grand Master lost her smile. One thing that always bothered her was the accusation the Euler was out of touch with reality. To her, math was the highest form of reality. She stood and faced Khar-Davii.

"My dear Conqueror, I will not allow you to bother Euler. If you wish to attack, then do so - but let me show you something of our defenses first." She touched a button, and a screen behind her showed the image of a great cannon.

I drew in my breath sharply at the sight.

"And what is that machine, Grand Master? Khar-Davii asked with a smile. "Will it shoot strings of numbers at us?"

The Grand Master answered with another smile. "No doubt, Conqueror, a man with you military background has heard of the Murphy laws? That which can go wrong, will go wrong. Here we have formulated as a theorem, and implemented as a weapon."

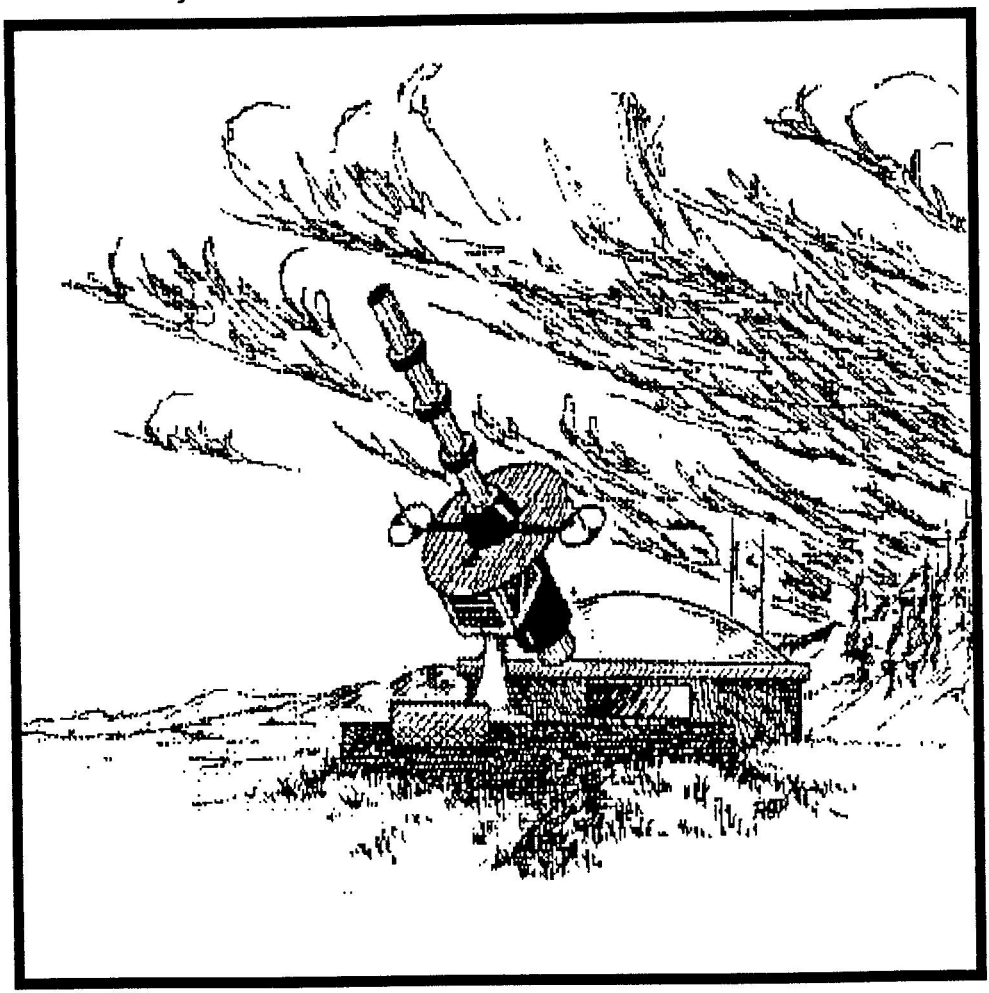
"And this is you defense?"

She spread her hands and regarded him as though he were a simpleton - which seemed readily apparent. "Long ago we investigated the Murphy Laws completely. This Machine amplifies their effects. If you attack us, your guns will fail to fire, your ships will suffer instrument breakdowns, your most trusted officers will trip and accidentally sound recall orders. You could never beat us."

Khar-Davii dissolved in a fit of laughter. "My fleet has been listening to this conversation - now they know what 'terrible weapon' Euler will use against them." He stopped chuckling. "Grand Master, prepare for your death. Fleet - Attack!"

The attack did not last long.

Since I had little time to spare, I watched it on the view-screens from the Grand Master's office. After twenty minutes or so, only the Conqueror's flagship was left in fighting condition. It was not to long afterward that Khar-Davii's image reappeared in the office. The Conqueror was harried and bedraggled, and there was fear in his eyes.



"Can I help you, Conqueror?" the Grand Master asked.

"Enough. Enough. Turn off that machine. We will sue for peace. I will not attack your planet any more."

"Fine." She pressed another bottom. "Your treaty had been logged. We have other weapons that we can use against you, should you try to break your word. I will thank you now to take the remnants of you fleet away without bothering us... we have important work to do."

"You will not try to prevent me from ruling the Galaxy? Your Murphy Machine is more formidable weapon than any I possess."

She smiled. "Poor, poor Conqueror. You should have taken more mathematics classes. Deductive reasoning would have helped you. The Murphy Machine worked perfectly - as soon as it was turned in, things started to go wrong. The first problem that developed was the failure of the Machine itself."

"Failure...?"

"Yes." She laughed. "It was the superstition of your crews that defeated you, Khar-Davii. They believed that they could not win, and so they did not."

Khar-Davii snarled, and his image vanished. Viewscreens showed his ships limping away from Euler.

"We shall have no more trouble from him. The memory of his defeat and his fear of a recurrence will prevent him from returning. He will attempt to rule the Galaxy and will forget about Euler." She shook her head. "What can I do for you, Yagwn?"

"I need permission to shut down the Twenty-Dimension Simulator for reprogramming."

"Very well, I will make the necessary notifications."

"Thank you." I turned to go, then paused at the door. "About the Murphy Machine, Grand Master. Do you think it was kind to lie to him so?"

"Kinder than letting him know what a terrible power he is really up against. He thinks the Machine unworkable." She shrugged. "Let him figure out why his empire dissolves so quickly."

Dismissing me, she bent her head back to her work.

THE END.

OFFICIAL TRAVELLER SUPPLEMENTS

By James L. Shipman

Published by GDW and listed by number and name.

STANDARD SUPPLEMENTS

NUMBER	SUPPLEMENT NAME
1	Supplement: 1001 Characters
2	Supplement: Animal Encounters
3	Supplement: The Spinward Marches
4	Supplement: Citizens Of The Imperium
5	Supplement: Lightning Class Cruisers
6	Supplement: 76 Patrons
7	Supplement: Traders And Gunboats
8	Supplement: Library Data (A-M)
9	Supplement: Fighting Ships
10	Supplement: The Solomani Rim
11	Supplement: Library Data (N-Z)
12	Supplement: Forms And Charts
13	Supplement: Veterans

SPECIAL SUPPLEMENTS

NUMBER	SUPPLEMENT NAME
1	Supplement: Merchant Prince

(Pullout From Issue # 12, Journal Of The Travellers' Aid Society)

2	Supplement: Exotic Atmospheres

(Pullout From Issue # 17, Journal Of The Travellers' Aid Society)

3	Supplement: Missiles In (Traveller)

(Pullout From Issue # 21, Journal Of The Travellers' Aid Society)

STAR QUEST GAMES

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0001 ORIGINAL TRAVELLER REFEREE SCREEN
This is a six part Original Traveller Referee Screen for $2.50 plus $1.50 for postage and handling. This new Referee Screen offers many new weapons and other features that the Judges Guild Referee Screen didn't. All you have to do is take it out and tape it together.

0002 THE IMPERIAL NEWS SERVICE (BACK ISSUES #1, #2)
This magazine is devoted entirely to Original Traveller. Many Traveller articles and adventures are featured each issue. The cost is $3.50 plus $1.50 for postage and handling or $14.00 for a one years subscription.

0003 TRAVELLER ADVENTURE: THE CRIMINAL MIND
This Traveller adventure deals with the player characters who prefer to play criminals. The cost is $5.00 plus $1.50 for postage and handling.

0004 WAR OF THE POND I: MICROWARGAME 1 3/4
This is a wargame with a humorous setting where two players are pitted against each other. One side play's the Boys Player and the other side play's the Frogs Player. The cost is $3.50 plus $1.50 for postage and Handling

0005 OPERATION STRIKE FORCE
This is a module for Palladium Books RECON role-playing game. You are a group of elite Special Forces during the height of the Vietnam War. You ask no questions, you do your job, you take no prisoners and you carry no identification. The cost is $5.00 plus $1.50 for postage and handling.

...WE HAVE A REFEREE MALFUNCTION!

By Bob McWilliams

The group of players pause expectantly. Their caller has just finished outlining the next course of action they wish to take, and all eyes are focused on the referee. The referee (whose eyes are glazed over) moves his lips but no coherent sound is produced. With an effort, he clears his throat and says, "Shall we have a coffee break while I think about your next move?" The players may or may not realize it but... We Have A Referee Malfunction!

There are times when even the most imaginative, far sighted and knowledgeable of referees will be unable to deal with a player's question, lose his notes, forget what was going to happen next etc. The ability to think on your feet is a necessary survival trait in such circumstances and, as I have stressed, it is as well to be prepared before a playing session. This includes the Traveller Referee;s Emergency Drill for Survival (TREDS), Mark One, and I would be pleased to hear any suggestions that could be incorporated into a Mark Two, improved version.

To some extent the execution of (TREDS) depends on the type of calamity that has befallen the unfortunate referee so when the inevitable happens, you will have to pick the solution that seems best. I suggest you prepare and practice for the worst - have a 'dry run' or two. The shades of 'Hitch-hiker' seems to permeate the Drill, so I should acknowledge the influence of Douglas Adams for providing the correct attitude to employ when disaster strikes.

1. Don't Panic (Naturally this is paramount).

2. Whatever you choose to do, it must appear to be exactly what you were expecting to do at this point in the proceedings - the show must go on. Remember that you are in the business of conjuring an illusion that the players can inhabit. Therefore, without hesitation, launch into something that sounds interesting and that will cover you for the remainder of the playing session. However, sometimes you can't avoid a problem - don't despair! For example: the referee has just discovered that he has forgotten to bring Book 1 (with all the combat tables) and none of the players has one either. The player characters are facing a group of argumentative Krull (ten foot high warrior arthropods).

'Right', you say, 'this gives us the chance to try my new Real Time Combat Perception Analysis System, which is based on perceived targeting rather than actual target size (a good deal of technical jargon is rather useful camouflage). All we need are your character's UPP and skills, plus six drinking straws'. And so on. The rules, any rules, can be made up as you go along.

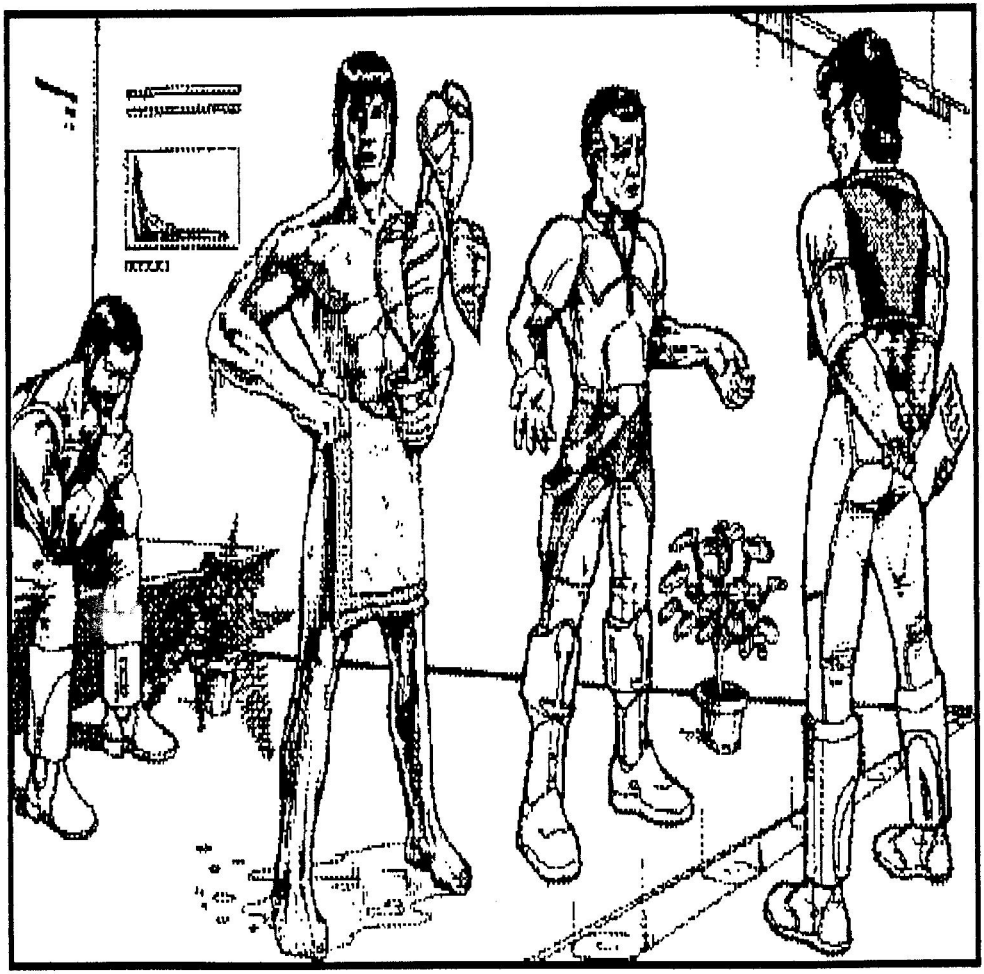
3. Attack is often the best form of defense. Especially if you attack in an unexpected direction - once the players are off balance it is much easier to control them and to shepherd play in a direction you can cope with. For example: the referee has mislaid a vital set of notes dealing with the course of events this session. He is thus left stranded without a clue how to proceed in his intended adventure. Attack, remember.

'Player A, describe the contents of your stateroom... I see, no pot plants? None at all? Ok, Player B, your stateroom?' (Goes through each players stateroom, getting a description of the entire contents of each and incidentally wasting over a quarter of an hour's playing time). 'So, not one of you has a single pot plant - not surprising, I suppose, on a tramp merchant'. By now the players are worried. Is their lack of an obvious affection for plants going to get them into hot water? The referee has thought up what will happen next, during all those boring stateroom descriptions. The equivalent of Romany caravan ship heaves to alongside and the players are encouraged to go over by rota and spend some credits. Naturally along with the clothespegs, peat turves and lace shawls they just happen to have some pot plants. Should the players buy some and fend off whatever they think the referee is plotting, or is

the danger exactly those pot plants? By now the referee had had plenty of time to make up a new plot.

Total existence failure. This should only be used when you have really screwed things up. Very simply, the players are happily involved in doing something (keep them busy) when they are informed that everything just stops. They seem to have passed out, and wake up several parcecs away in the local jail or equivalent. How did they get there, why, and what happened in between? The players must try to find out. The referee has to find out, and before the next playing session.

And the best of luck to you all out there.



TRAVELLER KARMA RULES

By Kevin Knight

These following rules were created in an effort to alleviate the problem Traveller has with character progression and survival. They can be used equally well with original Traveller or MegaTraveller. Original Traveller had no procedure for increasing attributes or skills once a character was created. It's like they suddenly became incapable of learning anymore. The following system is an attempt to fix these problems. Now the referee has a way to reward the players for feats of role-playing excellence!

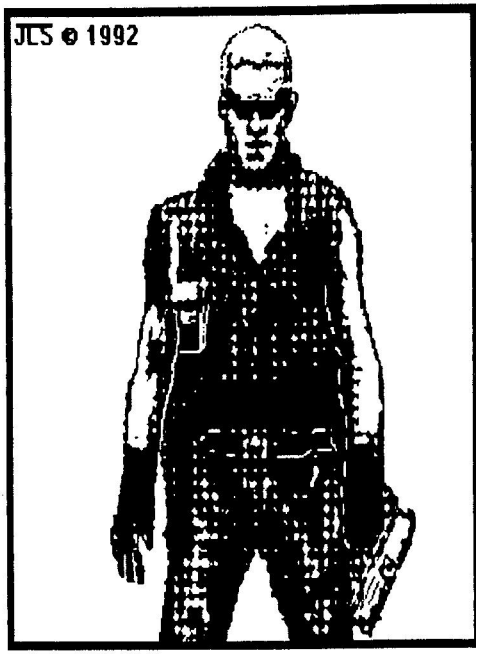
Traveller Karma Rules

All characters start with 5 Karma points. Generally, Karma awards per session should range from 0 to 3, depending upon performance. The individual referee has the final decision on how many Karma points he wishes to award his players.

Spending Karma:

1. To Raise Skills - it costs Karma equal to the (current skill level +1) x2 to raise a skill. To gain a skill at level 0 costs 4 Karma points. Double all of these values if there is not a qualified instructor available or if the character hasn't been using the applicable skill in a crisis situation on more than one occasion. For example, Bob has a skill of 2 in Combat Rifleman. After a session in which he blazed his way aboard a pirate ship with his gauss rifle, he decides he wants to increase his skill level to 3. This would cost him 6 Karma points. Likewise, if he hadn't used his Combat Rifleman skill, but had received the benefits of a master marksman's instruction, it would still cost him 6, plus a lot of time. However, if he spent an adventure doing nothing but playing tidily winks with the ship's computer, Soulrender, and then wanted to increase his Combat Rifleman skill, it would cost him 12 Karma points.

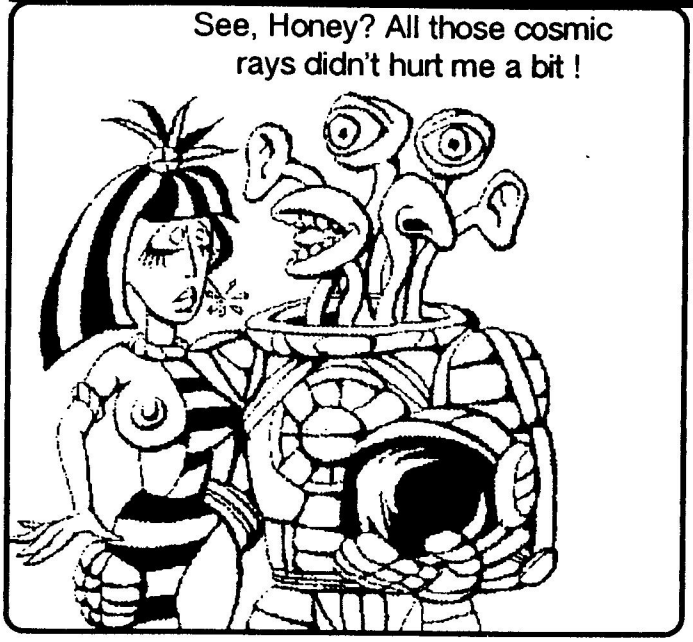
2. To Raise Stats - it costs Karma equal to (current stat +1) x3 to raise a stat one point. For example, it costs 30 Karma points to raise a stat from 9 to 10. Social status cannot be raised in this way. Social status is raised per the standard rules by spending money and acquiring patents of nobility. Psi Rating is raised using this method, also, but the character must have a non-zero Psi Rating to do so. Generally, the referee should not just allow the character to increase his stats out of the blue. The player should state well before hand that his character is striving to increase an applicable attribute by lifting weights to increase STR, studying to increase EDU, etc. For example, our hero, Bob, is a wimp. His STR is a massive 4. His player informs the referee that Bob wishes to start going to the gym to work out, turning the gravity up in his cabin so that it's a chore to walk, and other such activities. After a few weeks of such activity, the referee can allow Bob to spend the required 15 Karma points to raise his STR to 5. As a rule of thumb, a character must spend a number of weeks training equal to his current attribute before he can spend the Karma to raise that characteristic.

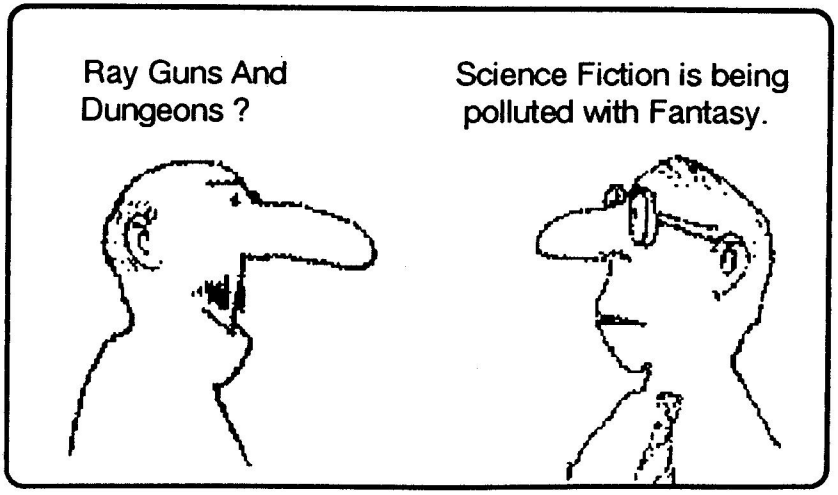


3. To Negate Damage - each point of Karma spent halves the amount of damage taken. All fractions are dropped. Another example of our hero. Bob gets himself in a firefight and manages to take 10 points of damage from a pirate's shot. His player hastily states that Bob will spend 2 Karma points to reduce the damage. The first Karma point halves the damage to 5, then the second halves it again to 2 and our hero Bob is saved! If a character takes 1 point of damage and spends a Karma point, it is reduced to no damage.

4. To Increase Rolls - each point spent allows the rolling of an additional 2d6, added to the total of the attempt. The point can be spent after the original total is generated. Here comes Bob again. This time he is trying to disarm a thermonuclear device which someone conveniently left in his stateroom. The referee informs Bob's player that a 15+ is required with Demolitions and Electronics as modifiers. Bob's player rolls and after his DMs (dice modifiers) the total comes to 12. Is it curtains for dear Bob? NO! He has a few Karma points left and decides to spend one. The second roll of 2d6 is a 5, bringing his total to 17, a success!

MOMENTS IN TRAVELLER HISTORY





MEMORY ALPHA

By Marc Miller

This is a **Traveller** adventure for one group consisting of eight characters. *Memory Alpha* depends on existing **Traveller** rules and systems. No new major rules are introduced; situations which arise can be resolved using existing **Traveller** materials. For example, if animal encounters are called for, **Traveller** Supplement 2, *Animal Encounters* can be used to provide the tables.

This adventure consists of the following chapters:

Player Introduction: The Player Introduction provides the basic situation and background material which the players will use as they begin the adventure. Much of the adventure depends on the players understanding and acting on the information in this sheet. The referee should not supplement or add to the information on this sheet before beginning the adventure.

Referee Synopsis: The Referee Synopsis tells the referee the story line of the adventure, including what happened before the adventure, and what should happen once the adventure begins. The remainder of the text indicates what materials are to be used and in what ways, and provides a few commonly needed special rules.

Adventure Information: The Adventure Information deals with specific parts of the adventure, indicating approaches to be used by the referee in responding to certain player actions, requests for library data, rumors, clues, patrons, and other natural parts of the scenario.

Sector Map And Data: The Atlas Of The Imperium is required, because the sector map of Corridor sector is taken from **The Atlas Of The Imperium** (page 6), and shows the area in which the adventure takes place. To supplement the map, two pages from the *Imperial Interstellar Scout Service's* **Second Survey** show planetary UPP codes for the worlds within the sector. A key to reading the sector data is also provided. The sector map and data is used to allow navigation through the sector.

Characters: Eight generic characters are provided at the end for use in this adventure.

Player Introduction

This player-introduction provides the basic situation and background material which sets the stage for the adventure. Much of the adventure depends on an understanding of this introduction, and on a proper response to the material in it. The referee has instructions not to supplement or to add to this information. Once the players begin reading this player-introduction, the adventure has begun. One player should read this sheet (in its entirety) aloud to the others.

THE CHARACTERS

Note: The characters are taken from **Traveller** Module 1, *Tarsus*. For the purposes of this adventure and tournament, there is no connection between the characters provided and the activities which take place in *Tarsus*.

The characters are provided with equipment, money, and other background information. Equipment purchases take place within the context of the adventure, if the players decide that they need anything they do not have.

THE SHIP

The adventurers have a ship at their disposal: the far trader *Regent Arbellatra*. It displaces 200 tons and is capable of 2-g acceleration and jump-2. It can carry 46 tons of cargo and seven passengers in addition to its crew of three. Although old, it is fully paid for; it doesn't have to carry passengers or freight as long as there is money to buy fuel and provisions. It has two triple turrets, each mounting three beam lasers.

If deck plans prove necessary, the plans for *Empress Nicholle* in **Traveller** Supplement 7, *Traders and Gunboats* can be used.

THE SITUATION

Over the years, your group of travellers has roamed through the Imperium in search of adventure, money, and glory. From time to time, old members of the group have dropped out as opportunities presented themselves, and new members have replaced them. Currently, the *Arbellatra* is in Corridor sector finding odd jobs or generous patrons.

The Rift Passage: When there is enough money, the group has devoted itself to search for the fabled *Rift Passage*, a path of refueling points which crosses the Great Rift. If a usable passage could be found, it would be worth literally billions of credits. It could cut months off the transit time from Corridor, Deneb, and the Spinward Marches to the interior of the Imperium.

Theoretically, the Rift Passage is a series of systems crossing the Rift, with each system within jump-3, jump-4, or even jump-5 of the next. Each system would have to provide fuel for ships, and would be a star system, a rogue planet with ice caps, or even a small ice planetoid.

Recently, the group has been exploring (without success) in the vicinity of Walthersport (0918). When leaving the system (en route to Kaasu at (1209), The *Arbellatra* ran into trouble as it power plant experienced an overload. The ship made it to Strand (0916) before the power plant failed completely. On Strand, a local firm (ZDE Engineering) made the repairs required, although at great cost.

Now, setting down on Nocturne (1210) on 294-1110, the power plant shut down again. Local mechanics have quoted 600,000 Cr for the two week repair job. The group can't afford it.

In Startown, the group has found a patron almost immediately. In the dingy Lone Star Bar, the crew huddled across the table from a large, well-

dressed gentleman. After suitable introductions he said, "This mission I have for you is a delicate and sensitive one. I pay extremely well for services, and I demand absolute confidentiality. That is why you must all undergo a memory wipe of the period of the mission."

There is a momentary pause as the group reflects on this conditions of employment, and then the patron continues. "I thank you for your services." he slides a thick envelope across the table, abruptly stands up, and leaves the bar.

The adventure begins.

Referee Synopsis

The referee synopsis tell the referee the story line, or the plot of the adventure, including what has happened before and what should happen during the adventure. It also indicates what materials are to be used and in what ways, and provides a few commonly needed special rules.

SYNOPSIS

The patron was Nilhil Goldarn, a merchant trader and the owner of Goldarn Trading Company. His plot has involved the crew of the Regent Arbellatra only as a pretext, Although he has been careful to make it a profitable pretext. He hired the ship and crew to pick up a cargo of mutated plankton from Teriane (1405) and transport it to Ziunitan (1611) where it will be used to increase oxygen output from the ocean in a long-range project to improve the habitability of the world. Rivalry between two corporations (Ziunitan Development Enterprises and Ling Reach Ventures) each trying to establish a monopoly on development of the world made it prudent that the patron use an independent crew which could not be directly connected with him.

Deeper Motives: Behind the pretext, however, was Goldarn's personal mission of revenge. Years ago, the Goldarn Trading Company on Kassu was bankrupted when another (Jamison Factors) started cutting prices. The sequence of circumstances soon made Goldarn Trading cash short; that forced the company to sell off some of it ships, which further reduced cash flow. Troubles multiplied to the point that property and merchandise had to be sold off to pay debts. In the middle of this fiscal crisis for Goldarn, a local virus reacted to an imported foodstuff to create an epidemic called *Redeye Plague*. It killed Goldarn's entire family within two weeks.

Goldarn felt that his family could have been saved if he had not been bankrupted by his rival. His desire for revenge has been burning for years, and his target was to be the son of that rival: **Richard Jamison**, a member of the crew of the *Regent Arbellatra*.

Goldarn has gradually rebuilt his trading company, which now based on Nocturne. It is nowhere as large or as powerful as it once was, but it is big enough to execute Goldarn's plan. A network of agents on his payroll throughout the sector have sealed instructions to respond to a certain select set of circumstances if the name Richard Jamison should come up. The name showed up on a crew list in the Walthersport area, and reports were forwarded to Goldarn at Nocturne.

Initial Preparations: Goldarn immediately responded with new instructions to his network of agents, and the *Regent Arbellatra* tripped the trap at Walthersport and Strand. ZDE Engineering (the ZDE stands for Zero Defects Engineering) is a Goldarn subsidiary; a ZDE mechanic at Walthersport sabotaged the ship's power plant - modifications which would allow the power plant to be disabled by a coded radio signal. Goldarn then had the first part of his plan in place.

When *Regent Arbellatra* arrived at Nocturne, Goldarn triggered the power plant failure and made sure his mechanics were on the spot to provide a quick estimate on repair costs - one that would drive the group into Startown looking for a patron to cover the costs. Goldarn was waiting.

The Assignment: The far trader travelled from Nocturne (1210) to Langour (1409) to Camh Rahn (1511) to Teriane (1405) where it picked up the mutated plankton. It then travelled to Ghowl (1609) to Piop (1607) to Kisd (1506) to Ziunitan (1611) and delivered its cargo. It then jumped to Hannel (1307) to Astarief (1309) to Nocturne (1210). The jumps took a week each; stopovers were minimal (about one day at each system). There are no records of the journey aboard ship, but records do remain of the ship's visit to each of the worlds along the way.

The Memory Wipe: After the assignment was completed and the ship and crew had returned to Nocturne, Goldarn personally administered the memory wipes to the characters. Using a combination of hypnosis and drugs in a fairly standard procedure, he erased all memory of the assignment right to the point of acceptance in the bar in Startown. By leaving their memory of acquiescing to a memory wipe, he thought that the group would understand and accept their situation. By the same token, he removed all memory of their long argument over the pros and cons of accepting a memory wipe.

Goldarn's personal scruples also made him pay the agreed-upon price for the work performed. Post-hypnotic suggestion kept the group's memory clear until payment was made in the bar.

But Goldarn also used the memory wipe to achieve the next step in his plan. He expunged every trace of memory of one of their number. They no longer remember that they were once nine rather than eight. That ninth was Richard Jamison, his rival's son.

Goldarn placed Jamison in a low passage berth for safekeeping aboard his own ship - a surplus system defense boat with a jump shuttle. Once the group has been paid off, Goldarn left immediately for his SDB and set out for Kaasu. Depositing the SDB and Jamison in a concealed orbit, he then will use the jump shuttle to go to Teriane, pick up a vial of Redeye Plague virus, and return to the Kaasu system. There, he intends to infect Richard Jamison with the same virus that killed his own son. Kaasu is the home system for Jamison Factors and Alexander Jamison still lives there.

Once in the Kaasu system, Goldarn plans to discharge his crew, drop off a repeater module, and then retreat somewhere in the system. The repeater will

allow any transmissions to be retransmitted untraceably. The infection of Richard Jamison and his death throes will then be broadcast to Kaasu's entertainment channels, and to Jamison. Goldarn considers this a suitable revenge on the man who bankrupted his company and killed his family. (Obviously, Goldarn is demented; clearly this sort of complex scheme is the work of an insane man.)

PLAYER MISSIONS

Mission is the term for a self-assigned goal which is to be accomplished by the players. If the referee said "Do this," it could be a mission, but in this adventure, the players are to be left to their own devices, telling themselves what to do and assigning themselves their own missions.

The self-assigned missions can be expected to naturally result from the information the players have at hand, or which they can obtain. Some missions can only be accomplished after previous missions have been accomplished.

Players cannot be expected to state the missions which they are pursuing, so the referee must be alert for them. If the players' words and deeds show that they are working on a mission, they should be credited with that mission. Deducting the missions to undertake is one of four sources of points in scoring for the adventure (the other three are time elapsed, ultimate success, and lack of casualties).

The following missions are necessary for the completion of this adventure.

1. *Determine what happened with the patron.*

The patron's strange actions in the bar are understandable only if the group realizes that they have already completed the assignment he gave them, returned to Nocturne, undergone the memory wipe, and have now been paid off.

The current date is 009-1111. The *Regent Arbellatra* is in working order with its drives repaired. The envelope the patron provided contains 400,000 Cr in crisp, new bills in full payment for their work. Eighty days have passed since the initial meeting. The job is completed.

All of the information necessary to recognize this mission and to understand it is provided in the player introduction or is available for the asking (the date, the contents of the envelope, a check of the ship). But in addition, there is a clue to something else going on. The group can be check local records and find the *Arbellatra* left on it mission immediately; the repairs took almost no time. The repairs took no time because ZDE Engineering's sabotage was quickly reversible by Goldarn's local mechanics.

2. *Determine that something has gone wrong.*

This mission is somewhat harder. Various clues can present themselves once the group decides to find out what they did on their assignment for Goldarn. At any world along their route, they can find records that their ship has passed through before. Records which they examine may indicate that there were once nine crew members instead of eight.

The patron has been as thorough as possible in eradicating traces of the ninth crew member. Except for the nine air tanks and swimming equipment sets aboard the ship (an oversight), he has removed all evidence of Richard Jamison from the ship - all clothes, all personal belongings, all computer records.

3. *Find the patron and the ninth crew member.*

Once the crew determines that one of their number is missing, the third mission becomes obvious. Tracking down Goldarn requires that the group find out what their cargo was and who sent it. Shipping records on Teriane and Ziunitan can provide this data, and from it, the group can establish that their patron was Nilhil Goldarn. Since this name was erased from the group's memories, some detective work is required here.

Starport records show that Goldarn left Nocturne aboard his personal ship (an SDB) on 009-1111 with a flight plan filed for Teriane. Records on Teriane show that he arrives 037-1111 at Teriane, visited his trading company offices briefly, and then left immediately (records also show that he arrived in his jump shuttle without the SDB attached). He had jumped to the Kaasu system first and left the SDB in a concealed orbit there before setting off for Teriane (to pick up a container of Redeye Plague virus). He then returned to Kaasu to begin the next part of his plan.

Upon returning to Kaasu, Goldarn discharged the crew of his ship and then discovered that Alexander Jamison has left the Kaasu system on business. So Goldarn waits. And waits.

For the purposes of this adventure, Jamison returns to the system at the same time the *Arbellatra* arrives, provided it is after 058-1111. If the *Arbellatra* arrives before then, they notice nothing out of the ordinary and Goldarn's revenge will take place when the *Arbellatra* next enters the system.

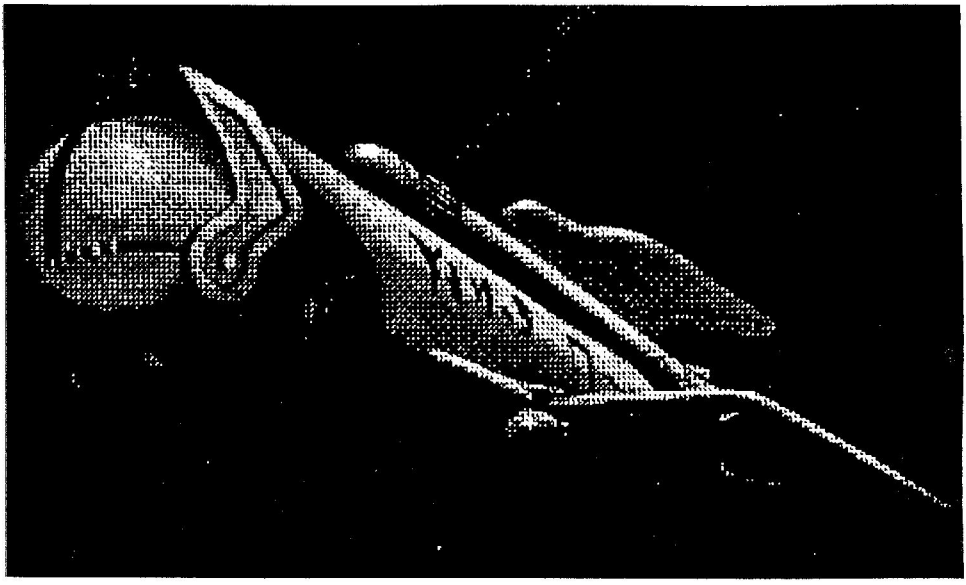
RED HERRINGS

There is some misdirection provided for the players.

The Rift Passage: In the player introduction, the search for the Rift Passage is a nebulous goal that has occupied most of the group's time when time was available. There may indeed be a Rift Passage, but it probably will not be found by an obsolete far trader staffed by a bunch of amateurs.

If the group insists on making a search for the Rift Passage their mission in this adventure, they may continue to investigate individual hexes on the star map by moving their ship to them. For each day spent in an unnumbered hex, throw 2D for 24 to find a rogue gas giant or other promising body. Throwing 24 on 2D is impossible, so after the dice throw, say to the group, "No luck. You find nothing."

If, after four weeks of this sort of search, the group has not yet investigated what happened during their memory wipe, the referee should select one of the group (at random) and say "You are having feelings that there is something wrong. It has something to do with the mission you did for the patron." Thereafter, they should be encouraged to determine what happened with the patron.



The Broad Expanse: The sector map of Corridor shows a large number of star systems; many more than can be visited and explored in the course of a single adventure. From Nocturne, a far trader cannot even reach the systems near Kanorb. The action of the adventure has taken place with eighty days round trip of Nocturne. For a far trader, that is (at most) five parsecs (five squares). The other world data is intended to overwhelm the group, but has little relevance to the adventure.

HIDDEN CLUES

Because the crew knew that there would be a memory wipe at the end of the mission, at least one of the characters has made a record of the events of the mission and then hid the information. Carelessly hidden records were found by Goldarn and destroyed or erased. The following remain;

Computer File: A computer files used as support for a game program has been used to conceal a record of the ship's progress during the mission. After each jump, throw 10+ for a malfunction to take place in the navigation program. If the malfunction does take place, computer-2+ can fix the problem, and incidentally produce the list shown below. The list has no further explanations attached to it, and the referee should allow the players to figure it out for themselves.

295	1210-2-1409	343	1506-1-1405
303	1409-2-1511	351	1405-2-1307
311	1511-1-1611	359	1307-2-1309
319	1611-2-1609	002	1309-2-1210
327	1609-2-1607		
335	1697-2-1506		

The first number is the date (day number) of departure. The second number is a three part code giving start location, jump number, and end location. For example, 295 is the date the ship left Nocturne. 1210 is Nocturne's location, 2 is the jump used to leave Nocturne, and 1409 is the location number of their destination (langour).

Stashu Nagoya left the list in the program, but does not remember doing so.

Handwritten Record: Concealed in a bulkhead seam in the engineering compartment is a scrap of paper with typewriting. The note can be discovered on a throw of 11+ per week (when Dr. Shimullu checks out the drives). There is a paper in the engineering compartment, but Shimullu does not remember writing the note.

Nocturne, Langour, Camh Rahn, Teriane, Ghowl, Piop, Kisd, Ziunitan, Hannel, Astarief, Nocturne.

The list shows the systems in the order they were visited by the ship.

ADVENTURE ELEMENTS

This adventure is composed of five elements, which in **Traveller** are called the *basics*, the *push,* the *pull*, the *gimmick*, and the *enigma.* Each element plays an important part in the adventure, and they are more fully detailed in **The Traveller Book**, page 125.

The Basics: This adventure depends on the established **Traveller** universe. The map of Corridor sector and the accompanying survey data are additional basic material.

The Push: Until late in the adventure, the players will not be aware of the formal push. Once they discover Goldarn's plot to infect Richard Jamison, the push is the time limit they are working under.

Another, less formal push is the fact that there is no formal mission presented to the players and they must decide for themselves what they are to do. The time limit for the tournament itself can help spur them on.

The Pull: The goal which attracts the group is the satisfaction of their own honor. They must find out what happened to themselves during their work for the patron. Later, the pull is to rescue one of their comrades, even though they do not remember him.

The Gimmick: The rumor of the fabled Rift Passage and the Memory Alpha artifact are gimmicks for this adventure. They provide something attractive to the players. They are, in this situation however, a misdirection, and do not directly further the plot.

The Enigma: The enigma is central to this adventure. The puzzle of what happened during the mission for the patron is a constant. Solving it is a key to resolving the adventure.

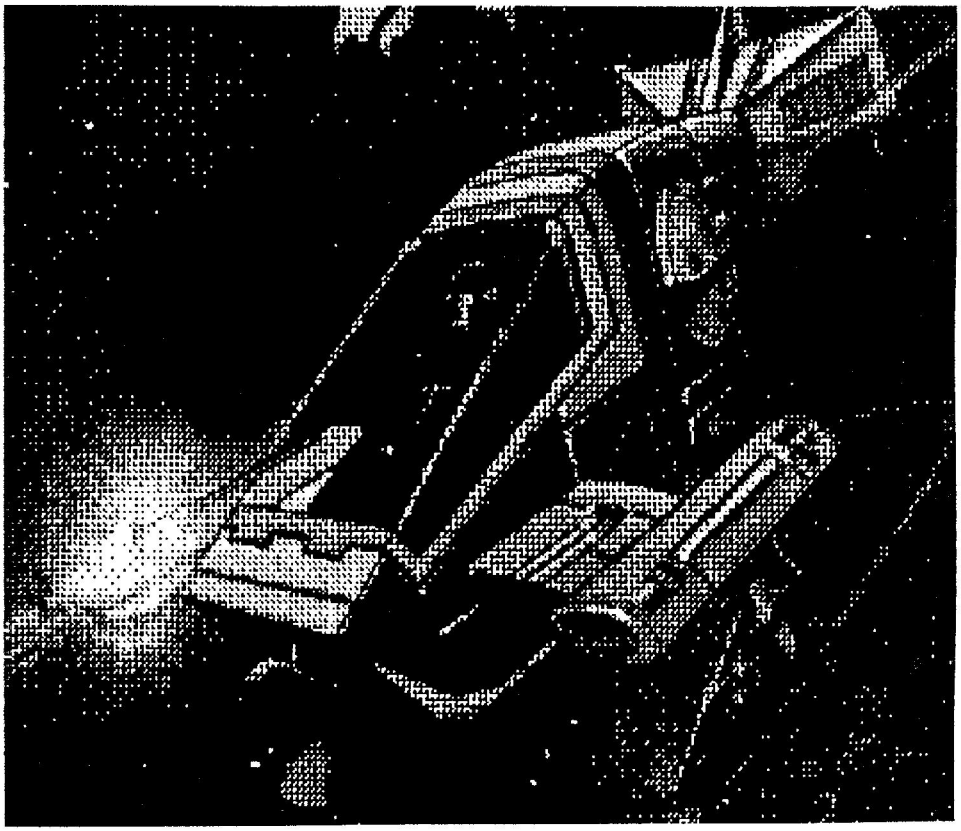
DECK PLANS

Deck plans for the *Regent Arbellatra* and for Goldarn's SDB, the Shukugan, are available in Supplement 7, *Traders and Gunboats*. The *Arbellatra* plans are not strictly necessary. The plans for the *Shukugan* are used for the final rescue of Richard Jamison.

Shukugan: Goldarn has dismissed the crew of the SDB and is operating it by himself. As a result, he is unable to effectively manage its defenses, and the ship can be boarded by the players.

Goldarn has placed Richard Jamison in a cold sleep capsule in the sick bay (room 23). Goldarn himself tends to remain on the bridge (16), but may be in the common area on a throw of 10+.

Goldarn has secured the airlock accesses to the bridge and they cannot be used for boarding. If the players try them, they will not be able to enter and will lose any chance of surprise. The forward access is usable.



Adventure Information

One of the basic activities in this adventure is the gathering of information. The following pieces of information can be obtained.

SHIPPING DOCUMENTS AND MANIFESTS

The electronic and paper records of the voyage of the *Regent Arbellatra* can be examined at the starports which the ship visited, once those starports are located. The information generally helps pinpoint the route which the ship took, and points to a crew of nine members. Richard Jamison's name appears in the records on Hannel (1307).

Astarief (1309): Local starport records indicate:

Regent Arbellatra arrived 002-1111 from Hannel; departed 003-1111 for Nocturne. Ship's arrival papers signed by Larin Imuspress.

Camh Rahn (1511): The starport office considers it unusual to release records of ship visits, but a naval character will be successful in persuading the local authorities, and find the following record.

Regent Arbellatra arrived 311-1110 from Langour; departed 312-1110. Ship's arrival papers signed by Talia Calcidor.

Ghowl (1609): Starport records indicate:

Arbellatra arrived 327-1110 from Teriane; departed 328-1110 for Piop. Ship's arrival papers signed by Larin Imuspress.

Surveillance camera tapes at the main starport terminal can be examined for a fee of 100 Cr and a positive reaction (9+) by the starport warden. The tapes show nine crew members disembarking upon arrival; Nilhil Goldarn is not the ninth person.

Hannel (1307): The local starport records indicate:

Regent Arbellatra arrived 359-1110 from Ziunitan; departed 360-1110. Ship's arrival papers signed by Richard Jamison.

Kisd (1506): The local starport maintains no records of arrivals or departures. A local official does comment that many ships refuel at the local gas giant anyway, so even if there were records, they would not cover gas giant refuellings.

Langour (1409): Starport office has computer records indicating:

Regent Arbellatra arrived 303-1110 from Nocturne; departed 304-1110.

Nocturne (1210): The local starport records indicate:

Regent Arbellatra arrived 294-1110; main power plant failure recorded 294-1110 and ship moved to storage bay pending repair arrangements. Ship's arrival papers signed by Larin Imuspress.

Regent Arbellatra moved to repair bay by GE Mechanical and Electronic Enterprises for repair 294-1110.

Regent Arbellatra departed for Langour 295-1110.

Regent Arbellatra arrived 009-1110. Ship's arrival papers signed by Larin Imuspress.

Piop (1607): Local starport records indicate:

Arbellatra arrived in system 335-1110 and refuelled at innermost gas giant; departed 336-1110.

Teriane (1611): Starport records may be examined at a local computer terminal at a cost of 5 Cr per hour. The examination will take about three hours. The following records are available.

Regent Arbellatra arrived 319-1110 from Camh Rahn. Refuelled by Goldarn Trading company facilities. Crew proceeded to Goldarn laboratories at ocean floor settlement 90 km north of starport. Cargo consigned for Ziunitan loaded in crew's absence; certified not to contain kelpyspice. Ship departed 320-1110 for Ghowl. Ship's arrival papers signed by Dr. Amun Shimullu.

Ziunitan (1405): Local starport records indicate:

Regent Arbellatra arrived 351-1110; departed 352-1110. Ship's arrival papers signed by Larin Imuspress.

CORPORATE REGISTRATION DOCUMENTS

Government registration data about corporations shows basic ownership information and other details about a business. This information is not contained in Library Data, but can be obtained from some records office at subsector capitals. In performing an information search, the entry is available immediately if called for by company name. Information is also cross referenced by all words in an entry in *italics*, but the information requires a data search and is only available after a two-hour wait. Information on companies is also available on the world on which they operate or which holds their home office (if they operate on multiple worlds).

Information Available at Kaasu (1209):

Goldarn Trading Company (Kaasu): Merchant trading company with homeoffice on Kaasu (1209) and branches at class A, B, and C starports within ten parsecs. Organized 1080. Majority owner: Nilhil Goldarn.

Subject to bankruptcy 1088 and liquidated 1089.

ZDE Engineering Company (Strand): Starship service corporation providing maintenance, repairs, and fuel service at starports on Walthersport (0918), Strand (0916) and Lysio (0815). ZDE stands for Zero Defects Engineering. Organized 1021. Majority owner: Goldarn Trading Company (Nocturne).

Jamison Factors (Kaasu): Merchant trading company with home office on Kaasu (1209) and branches at class A and B starports within twelve parsecs. Organized 1085. Majority owner: Alexander Jamison.

Ling Reach Ventures (Ziunitan): World development company established to promote a colonial environment on Ziunitan under subsidy from local taxing bodies. Organized 1099. Majority owner: Ling Standard Products (Vland).

Ziunitan Developments Enterprises (Ziunitan): World development company established to promote and accomplish climatological and ecological transformations of Ziunitan under subsidy and cost plus contracts with local taxing bodies. Organized 1098. Majority owner: Goldarn Trading Company (Nocturne).

Information Available at Strand (0915):

GE Mechanical and Electronic Enterprises (Nocturne): Starship service company providing repair, maintenance, and refuelling for starport patrons. Organized 1098. Majority owner: Nilhil Goldarn.

Goldarn Trading Company (Nocturne): Merchant trading company with home office on Nocturne (1210) and some branches on other worlds (most notably Teriane and Ziunitan). Organized 1093. Majority owner: Nilhil Goldarn.

ZDE Engineering Company (Strand): Starship service corporation providing maintenance, repairs, and fuel service at starports on Walthersport (0918), Strand (0916) and Lysio (0815). ZDE stands for Zero Defects Engineering. Organized 1021. Majority owner: Goldarn Trading Company (Nocturne).

LIBRARY DATA

The following information can be obtained from Library Data through the ship's computer.

Kelpyspice: Salty, tangy condiment produced from the local seaweeds of Teriane (1611). Kelpyspice is in widespread use on Teriane, and is considered a gourmet treat by offworlders. Because of its connection with Redeye Plague, kelpyspice is prohibited export from Teriane.

Memory Alpha: Ancient artifact on display at the Imperial Museum on Vland. The amorphous silvery blob shapes itself to mimic objects held near it, and resembles a large amoeba in it natural state.

Individuals standing near the artifact (intelligent brains within one meter) perceive an image of starflight (without a ship) compressed at 1:10,000,000 (one second equals ten million seconds) to give an apparent speed of 20 light years per minute.

Many voyages are contained within the artifact; several have been identified (through star patterns) as actual locations: a flight through Deneb, a circular flight past 13 systems in the Spinward Marches, a 24 parsec flight across the Great Rift in Corridor sector.

Authorities and academics differ in their interpretations of the meaning of the artifact. Some theorize that the mechanism is a game or a toy and merely shows computer-generated views; others hypothesize that the blob is a course recorder which sows actual starflights by the Ancients. Those who feel that the device is a course recorder are divided into two camps: those thinking that the representation shows the actual speed achieved by the Ancient ships (light-years in minutes) and those who think the views are shown in a time compressed mode. The truth is not yet known.

The data from the flight across the Great Rift also presents a puzzle. Several star systems visible within the flight cannot be located as star systems today. If the device is a course recorder, then those systems (if they could be found) might be the basis for a passage across the Rift. In the 300,00 years since the Ancients, star systems have moved, destroying a Rift Passage that might have existed at one time, so there is no guarantee that the passage still exists.

Memory Wipe: Treatment to remove memories of specific events or incidents. Originally developed as a treatment for the mentally ill, memory wipe is occasionally used in military and espionage applications, as a form of rehabilitation for criminals, and by large corporations in protection of trade secrets.

A memory wipe session typically lasts about one day, but can be compressed to less than four hours by using slow drug. The session requires a powerful computer, a selection of specific hypnotic drugs, and a skilled operator.

Complications are rare in memory wipe: occasionally, the wipe is not effective and memories return, but such a result is the mark of an unskilled operator; a true memory wipe completely removes memories of the events (rather than covers them up).

Plankton (Mutated): Tailored plankton with a high oxygen production factor. Plankton's position in the food chain makes it widespread in the oceans of habitable worlds; on worlds with high hydrographic percentages, it is seeded into the oceans to increase available atmospheric oxygen and to reduce methane.

Redeye Plague: Viral infection caused by the mutation of common cold virus in an environment of kelpyspice condiments common to Teriane (1611). The original outbreak in 1088 on Teriane spread to worlds within three parsecs before being controlled.

Redeye Plague is characterized in its early stages by watering eyes, congested nose, and heavy coughing. By day two of the disease, internal bleeding in the eyeballs fills them with blood (producing the characteristic redeye symptom and blindness). A coma and violent seizures follow by day three and continue until death between day ten and day fourteen. Antibiotic treatment before death produces almost immediate recovery; the blindness can be reversed through surgical drainage of the blood in the eyeballs.

Because of the potential for recurrence of the plague, Redeye Plague vaccination is universal on Teriane and antibiotics effective against the plague are available at class A, B, and C starports within the Corridor sector.

Kelpyspice is prohibited export form Teriane.

Repeater Module: Self-contained device to receive specially coded transmissions and rebroadcast them in order to conceal the original source of a signal. Repeater modules generally correspond to the size of the communicators capable of the same performance.

THE SURVEY

The starmap of Corridor is taken from the Atlas Of The Imperium. The data from Second Survey supplements the map. Within each entry, the first column shows location. The second column provides UPP. The third column shows bases (if any). The fourth column contains trade classifications. The fifth column shows travel zone (A for amber; R or red). Immediately following that is a set of three numbers showing population data, number of planetoid belts, and number of gas giants. The final code in the column is allegiance. The last columns show star types for the system.

For example; location 1409 (Langour) has the entry 9221m in the fifth column. Langour's population id 90,000 (9 times 10 to the 5th); it has 2 planetoid belts and 2 gas giants. It is an Imperial world.

OTHER INFORMATION

The following additional special information may come to light.

Ships's Locker: An inventory of the ship's locker for the Regent Arbellatra shows that it contains the following items.

Five **Rifles**, each with ten loaded magazines. Five Cold Light **Lanterns**. One **Cutlass**, with scabbard. Nine **Vacc Suits**. Nine sets of **Swimming Equipment**. Nine **Underwater Air Tanks**.

No one on board remembers the underwater air tanks or the swimming equipment as being in the ship's locker. *Referee:* The air tanks and the swimming equipment were purchased on Teriane (and so marked) during the mission and Goldarn failed to notice and remove them.

Repeater Modules: In tracing any radio broadcast, a character with electronics-2+, a radio receiver, and a computer Model/1bis or better (the Regent Arbellatra has both of these) can pinpoint the transmitter location on 12+ (DM + electronics skill). Throw once per fifteen minutes.

If the source is a repeater module, the source of its signal can be traced using the same procedure, but only by being physically present at the repeater.

Goldarn has positioned two repeaters, one ten million kilometers from the SDB, and one five million kilometers from the other repeater. The two will retransmit signals in tandem.

NILHIL GOLDARN

The following information about Nilhil Goldarn is used in the final battle of the adventure.

Nilhil Goldarn 9A8AA9 Age 58

Pilot-2, Shotgun-3, Admin-2, Computer-1, Vacc Suite-1, Medical-2, Streetwise-1

THE FINAL CONFRONTATION

The finale of the adventure is a boarding of Goldarn's SDB and a battle aboard it as the adventures try to find Richard Jamison.

Goldarn will defend his ship to the best of his ability (the referee must assume the role of Goldarn). Goldarn has set a personal trigger that will start a ship self-destruction sequence once he is dead. Anyone with electronics or computer skill can recognize this device if the examine Goldarn while he is unconscious or dead. The trigger starts an automatic count-down which will destroy the SDB ten minutes after Goldarn dies.

SCORING

Scoring for this adventure is for the entire group and is based on four

criteria: establishment of missions, time elapsed, casualties taken, and final mission accomplishment.

Establishment Of Missions: Players established their own missions and receive points for each.

Mission 1. For discovering that a memory wipe has already taken place - 10 points.

Mission 2. For discovering that one of the crew is missing - 20 points.

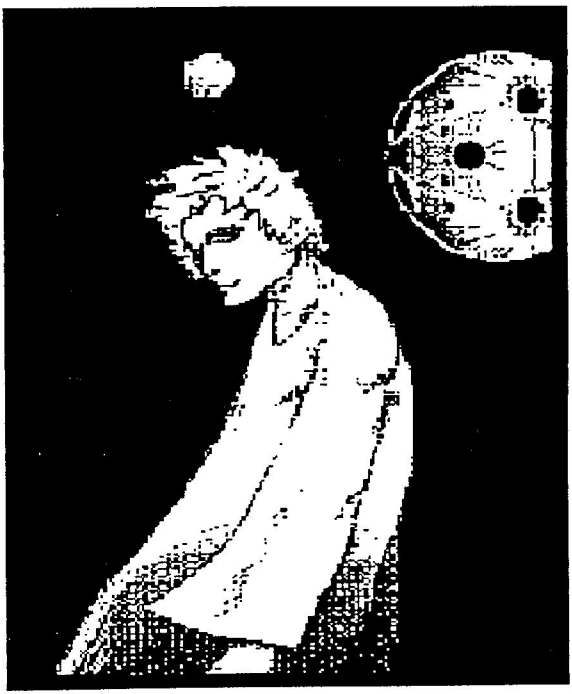
Mission 3. For starting the rescue of Richard Jamison - 30 points.

Casualties: Players lose points for casualties. Deduct one point for each hit of damage taken. Deduct an additional ten points for each player character seriously wounded (two characteristics reduced to zero). Deduct an additional ten points (in addition to that for seriously wounded) for each player-character killed.

Jamison Rescue: If Jamison is rescued (retrieved from Shukagan alive) - 50 points.

Time Elapsed: Award ten points if the group arrives at the Kaasu System looking for Goldarn by 080-1111. Deduct ten points if they arrive in the Kaasu system looking for Goldarn after 160-1111.

(**Editor's Note:** Two loose 81/2 x 11 pages from **Second Survey** (1518 Deneb - Corridor 2234, 2235 Corridor - Vland 1705) and one 81/2 x 11 page from **The Atlas Of The Imperium** (page 6) are inserted into **The Imperial News Service** at this page).



TRAVELLER CHARACTERS

This adventure is designed for a group of eight characters. If the Referee wishes more characters can be added.

1. Name: **Ganidiirsi Hault-Reitan**
Service: Ex-Army Rank: Captain 99489C 4 Terms Cr 10,000
Rifle -2, Submachinegun-1, Tactics -1, Computer -1, Administration -1.
1 High Passage Birthworld: Fornice / Mora A354A87-C Birthdate: 318-1087
Comments: Duty as Imperial Army Aide on the staff of Admiral Stvi at his headquarters on Equus.

2. Name: **Renar Ruche**
Service: Ex-Other C38A85 5 Terms Cr 10,000
Shotgun -2, Electronics -1, Streetwise -1, Computer -1, Forgery -3.
Possessions: Shotgun
Birthworld: Mire / Darrian A665A95-B Birthdate: 202-1068
Comments: Darrian Confederation citizen. Until 1108 worked as an undercover agent for the Imperial Navy in the Sword Worlds, especially on Tizon and Joyeuse.

3. Name: **Talia Calcidor**
Service: Ex-Marine Rank: Force Commander 798B95 4 Terms Cr 30,000
Cutlass -1, Revolver -2, Grav Vehicle -3, Tactics -2, Vacc Suit -1.
Possessions: Travellers' Aid Society Member, 2 Low Passages, Cutlass.
Birthworld: Forine / District 268 D3129B8-A Birthdate: 040-1075
Comments: Ship's Troops commander aboard CL-10867 Vilishu in operations over Efate. Later involved in operations on Quopist.

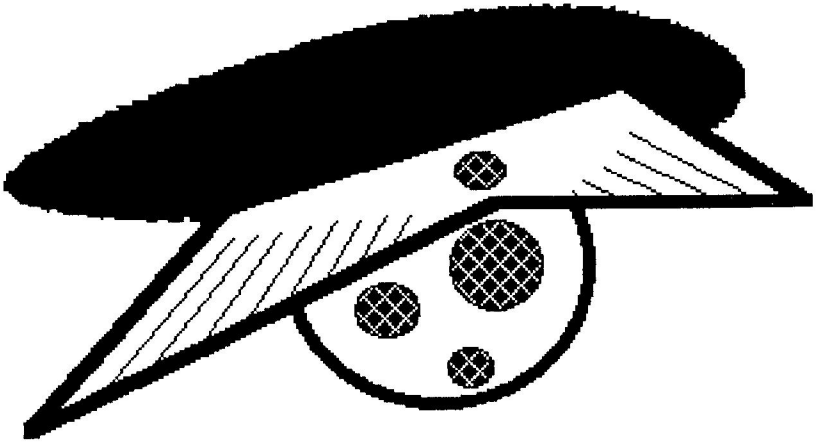
4. Name: **Stashu Nagoya**
Service: Ex-Scout 4B5AA8 7 Terms Cr 50,000
Pilot -1, Mechanical -2, Electronic -2, Computer -5, Air/Raft -1, Dagger -1, Laser Carbine -2.
Possessions: Laser Carbine, Auto Pistol, Dagger.
Birthworld: Terra / Sol A867A69-F Birthdate: 226-1063
Comments: Has wandered the Imperium and its borders on a variety of assignments for the Scouts. During the war served as System Defense Boat Advisor to the worlds of Tureded and later Equus.

5. Name: **Larin Imuspress**
Service: Ex-Scout ACB885 5 Terms Cr 20,000
Pilot -2, Laser Rifle -3, Navigation -1, Electronic -1, Air / Raft -1, Gunnery -2.
Possessions: Laser Rifle.
Birthworld: Vilis / Vilis A593933-A Birthdate: 004-1071
Comments: Duty in the Imperial Scout Service Survey office until the war; then duty as a forward scout. Marooned on Rangent until 290-1108.

6. Name: **Sten Commarre**
Service: Ex-Army Rank: Captain 9989A6 2 Terms Cr 30,000
Rifle -1, Submachinegun -2, Air / Raft -1, Medical -1, Forward Observer -1, Leader -1.
Possessions: Submachinegun.
Birthworld: Iderati / Five Sisters A887798-C Birthdate: 048-1083
Comments: Service with the Imperial 850th Lift Infantry Division at Efate and Menorb.

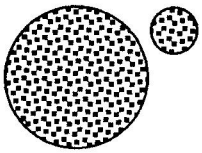
7. Name: **Orinde Windhoek**
Service: Ex-Merchant Rank: 3rd Officer BC7B75 6 Terms Cr 60,000
Streetwise -1, Bribery -2, Vacc Suit -1, Electronic -1,
Jack Of All Trades -1, Auto Rifle -1.
Possessions: Auto Rifle, 2 Low Passages.
Birthworld: Junidy / Arimis B434ABD-9 Birthdate: 284-1067
Comments: Arean Transport annual pension of 6,000 Cr. Worked for Arean Transport Lines in cargo haulage operations throughout Spinward Marches. Served on Navy requisitioned freighters ferrying goods to various besieged worlds in Vilis and Lanth subsectors.

8. Name: **Dr. Amun Shimullu**
Service: Ex-Navy Rank: Lieutenant BC7B75 3 Terms Cr 50,000
Medical -3, Engineering -1, Computer -2, Dagger -1.
Possessions: Dagger.
Birthworld: Dinom / Lanth D100535-A Birthdate: 361-1075
Comments: Qualified as a doctor and as a surgeon. Served with Imperial Navy Medical Service at the Naval Base on Inthe.



ARAMIS 'RED BLOOD' PIRATE EMBLEM

PLANETARY PROFILES



By Kevin Knight

Pysadi / Aramis 3008 C4766D7-4 Ag Nl 201 Dd K9 V M1 D
Primary: Pysadia, spectral class K9 V Mass 0.5052, Stellar diameter 0.5524, Luminosity 0.466. Pysadi: Mean orbital radius 30 million km. Period 46 days. Diameter 6400 km. Density 0.92 (molten core). Mass 0.115. Mean surface gravity 0.46. Rotation period 22h 2m 3s. Axial inclination 18°. Energy absorption 0.740. No satellites. Surface atm pressure 0.85. Composition standard oxygen / nitrogen mix with natural taint. Hydrographic percentage 59%. Mean surface temperature 44.25. Native life. Total world population 1.9 million. Primary settlements - Sadi, 200,000; Irontop; Itzeny; High Plateau; Greenery; Shore Pass; Holdeast; Coldwater; Llyn. World government - religious dictatorship. Tech level - high common 4, low common 4, Primary resources - agriculture.

Pysadi (Spinward Marches 3008) is a small world with a standard, tainted atmosphere and water seas covering about 60% of the planetary surface. The atmosphere, tainted due to the presence of gaseous components which cause giddiness, loss of coordination and mental control, and eventual death in many offworld life forms, makes it necessary for Humans and Vargr to wear a filter mask.

Most of the planet's population is cluster in the fertile valleys of the world's major continent, Mere. These valleys are separated by mountain ranges which serve as natural game preserves; most communities on the planet supplement food crops by hunting and trapping expeditions. The cities on Pysadi are primarily religious communities, serving as focal points for the public services operated by the all-encompassing Mother Church.

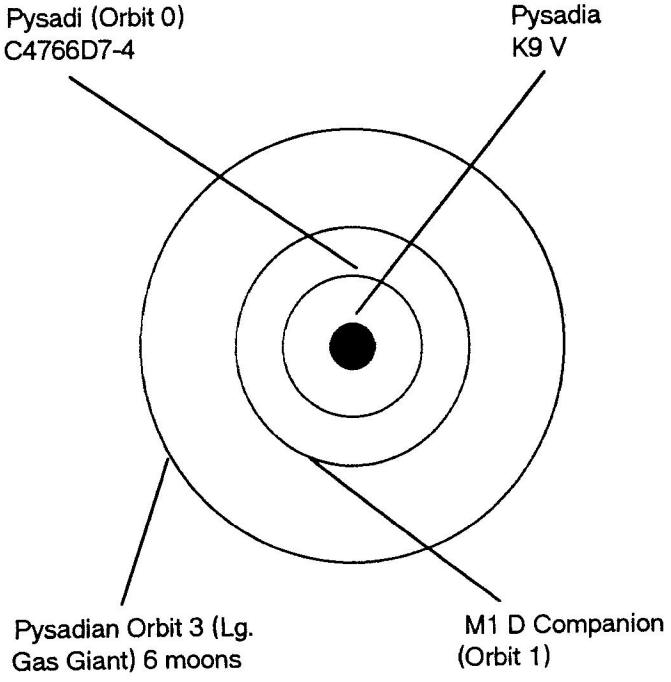
The Mother Church is an authoritarian religious institution dedicated to the management and control of the entire world. This religious dictatorship vests power in the Epopt - generally regarded as a figurehead - and an advisory council of priests who actually carry out the routine tasks of government. Society is tightly controlled, but the people are generally contented and unaware of the pervasive influence of their church government. A strict law level prohibits guns (and frown on weapons in general), greatly restricts freedom of movement and action, and absolutely forbids (due to religious strictures) the manufacture, sale, or consumption of alcohol.

Pysadi has a tech level of 4, and is generally an agrarian society. A farming world, Pysadi's economy is centered around agriculture in the fertile valleys of Mere, supplemented by stock raising, fishing, and hunting, The church makes use of excess agricultural products to guard against future periods of famine and drought, or to sell offworld in exchange for imported goods. All church members are expected to voluntarily contribute such excesses, and this is usually the case. The church has been known to extract these contributions by force when necessary.

The planet has only one land-mass of continental size, plus a scattering of small islands. The continent, Mere, is the center of population. The world's capital, and largest city, Sadi, is located on Mere's coast, and is linked to various farm communities of Mere by a network of rail lines.

The starport at Sadi is unremarkable: a class C installation capable of routine services and reasonable repairs if necessary. However, even this limited facility will be unavailable on Senday in deference to local sensibilities.

Pysadi is home to two interesting creations, one a plant, the other



animal. The plant is howood, an extremely dense, striated, lignous material native to Pretoria / Pretoria and known to also grow on Violante. The trees concentrate metals from the soil in their extremely tough bark. Howood is aromatic

and its scent is especially pleasing to Vargr. It is also beautiful; the size, colors, and intensities of its rings and striations vary unpredictably with the characteristics of the environment in which the plant grows.

The animal is the anola, an arboreal omnivore native to Pysadi and occurring nowhere else in the wild or on captivity. Anolas are considered holy by the Mother Church of Pysadi. Their export, capture, or study by any but those high in the religious hierarchy is banned. They are kept in special, heavily-guarded garden preserves and are cared for by specially appointed keepers. Killing one of these animals is a capital offense.

Anolas mass an average of 3 kilograms and are usually between 50 and 75 centimeters long, including their two prehensile tails. The anola goes through three sexual phases during its lifetime, the male, the parental, and the female. Additionally, anolas live in small groups, usually of five. The group will contain one male, three parentals of varying ages, and one female. Each phase (male, female, and neuter) has its own distinct pattern of fur coloration, density, and length, caused by hormone changes associated with the shift in sex. Several universities, zoos, and xeno-biological institutes have offered substantial rewards for live anolas.

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